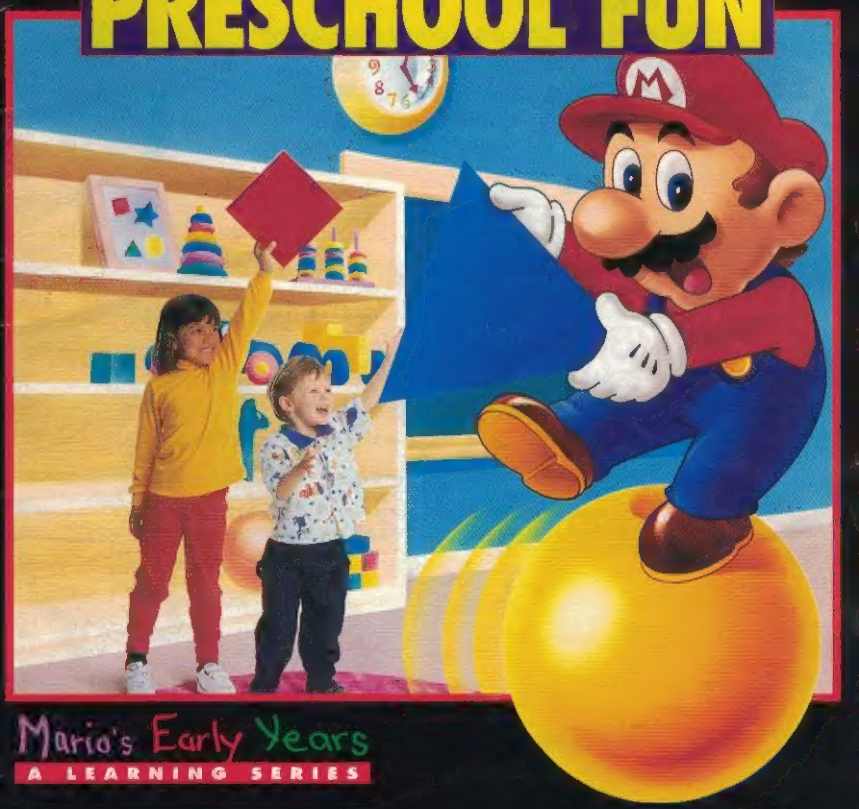
SNS-AMEE-USA

MARIO'S EARLY YEARS™

PRESCHOOL FUN



Mario's Early Years

A LEARNING SERIES

INSTRUCTION BOOKLET

MINDSCAPE

A SOFTWARE TOOLWORKS COMPANY

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING:
Please read the enclosed consumer information & precautions booklet carefully before using your Nintendo® hardware system or Game Pak.

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Getting Started

Preschool Fun is simple to play.

STARTING THE GAME

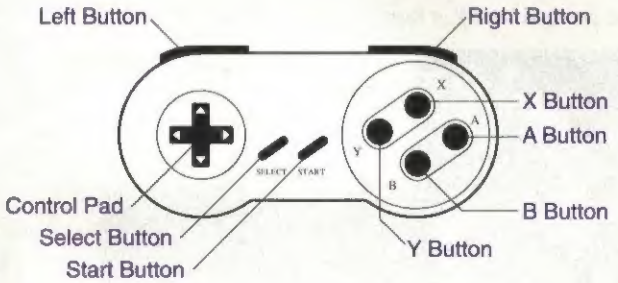
To start the game:

1. Make sure your Super Nintendo Entertainment System® (Super NES) is turned off.
2. Put the **Preschool Fun** game pak in your Super NES.
3. Turn on the Super NES.
4. At the title screen, press **Start**.
5. The World Menu appears.
6. To choose a character or a world, use your Game Controller or the new Super NES mouse.

See the **Game Controller** and **Using the Mouse** sections.

GAME CONTROLLER

Most children prefer to use the Game Controller to play **Preschool Fun**.



At the title screen, press **Start** to begin the game. The game then operates on a simple point and choose basis. Just press the Control Pad arrows to point to an active area on the screen, then press **B** to choose that feature.

USING THE MOUSE

Preschool Fun also lets children use the new Super NES mouse.

The trick is to simply point and click. First, drag the mouse and point to an active area on the screen (the arrow flashes); then click a mouse button to choose that feature.

CHOOSING GAME FEATURES

When you point at an active screen feature with the Game Controller or the mouse, the onscreen pointer flashes. To choose that feature, press **B** (Game Controller) or click (mouse). Here are some of the fun features, your child can use:

- Point and choose **Mario, Yoshi,** or **Princess Toadstool** on the raft to play the game with that character.

- Point and choose a world on the menu to go there. For example, choose this picture to go to Shape World.

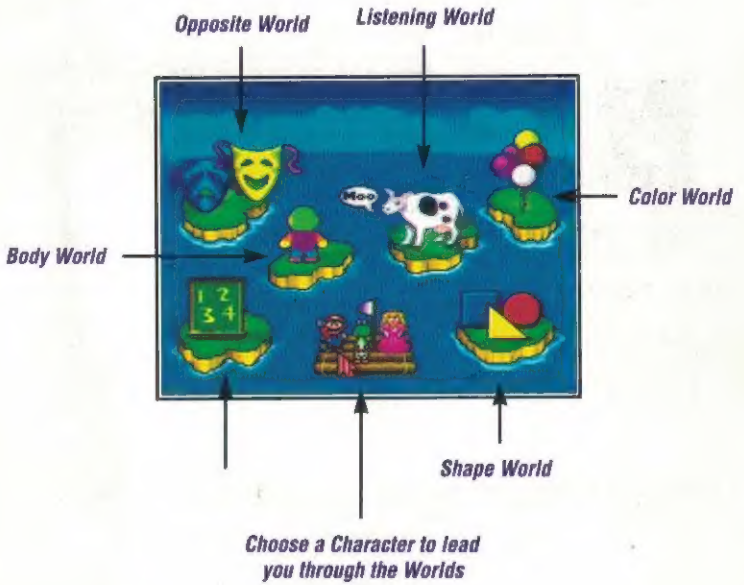
- Point and choose objects on a world screen. The onscreen pointer flashes when your child points to an active object. Point and choose **Luigi** at the bottom of the screen to wake him up and learn.

- Point and choose a **Green Exit Pipe** to move between levels in a world.

- Point and choose the **Blue Exit Pipe** to return to the World Menu.

About The Worlds

From the World Menu, just point and choose any world you like. There is no single right order!



To go to a world, choose its picture on the World Menu. See the following sections for details on each world.

DISCOVERY/LEARNING WORLDS

Discovery/Learning Worlds offer two ways of exploring. They are called Discovery and Learning Modes. **Shape World, Color World, Listening World,** and **Opposite Worlds** all have Discovery and Learning Modes. **Counting World** and **Body World** are just for fun. In Discovery Mode, Luigi sleeps soundly! Your child can point and choose objects or characters to discover something. Encourage your child to experiment in Discovery Mode. This is a great way to introduce basic concepts.

To begin Learning Mode, choose the sleeping **Luigi** to wake him up. The program guides your child to pick characters or objects that teach a particular concept. For instance, it might say "Find the yellow circle." Consider using this mode to build your child's confidence, skills in listening, and following directions.

FUN FRIENDS

Find the Fun Friends! Some worlds have surprise creatures who appear like magic when your child points and chooses special spots on the screen. In Learning Mode, Fun Friends often pop up when your child gives a correct response.

THERE'S NO SUCH THING AS A WRONG ANSWER

In Learning Mode, a correct choice does something fun in Luigi's part of the screen. If your child picks a wrong answer, the program simply tells the child what the object is and gently prompts your child to try again. **Preschool Fun** is very patient and non-punitive. If your child can't find the answer after three tries, sparks will fly near the right answer.

USING THE INFORMATION CENTER

In this manual, the chapter for each world includes an Information Center that offers three types of information about each world: **Early Years**, **Home Play**, and **What's Taught**.

Early Years

Describes the natural stages of learning in young children. Basically, play is the work of the child and discovery builds knowledge that leads to school readiness.

Home Play

Suggests activities for you and your child to enhance the letter concepts taught in the program.

Home Play's activities address the four major areas of a child's development, including movement and body awareness, eye-hand coordination, social skills, and language skills.

Play at home and around town heightens your child's senses, builds confidence, and fosters a sense of self-worth.

What's Taught

Explains the purpose behind each activity in a world. New learning happens constantly and is a gradual process.

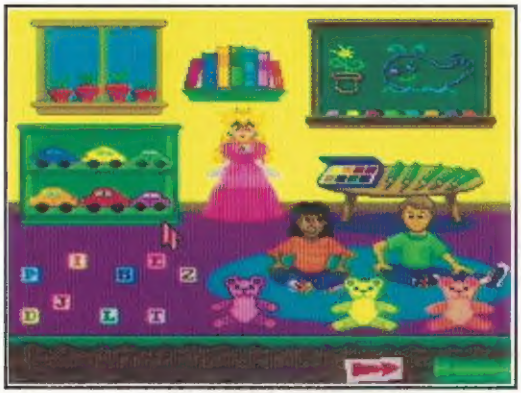
No two children learn new ideas at the same speed. Yours may have fun repeating the same activity but may avoid others entirely. This is natural. Remember, spending time together is very important and will help you to discover your child's unique talents and special interests.

COUNTING WORLD

This picture on the Main Menu takes you to **Counting World**, which is a Fun World.

By four or five most children can count three to five objects and can count from one to five, ten, or even higher. Just becoming comfortable with counting is important.

When your child enters **Counting World**, **The Preschool** appears.



The Preschool.

Click on objects, then see and hear the numbers. Click and count paint brushes, teddy bears, books, flower pots, and more!

To return to the World menu, click on the **Exit Arrow** in the lower right of the screen.

Information Center

Early Years

Mario and his friends love **Counting World** because counting things around the house and around school is a very natural way to build confidence with numbers. By now, your child may be able to count from one to three or five or ten or even higher. Children learn this skill at all different ages. Just being comfortable with learning the names of numbers zero through ten (0-10) is important. Your child has been noticing numbers for a long time. Watch confidence grow as your child recognizes and names most of the numbers. Because numbers are so much a part of preschool and kindergarten success, Counting Worlds appear in several of the **Mario's Early Years** programs.

Home Play

Practice, experience and simply playing with numbers in your child's real world is important now. Numbers are all around us. Pay special attention to calendars, mailboxes, letters, phone numbers and numbers on TV's, VCR's, computers and CD's. Your child will probably love to count things like two eyes, one nose, ten fingers, five spoons, two shoes, three cups, four legs, two wings, one tail. By spending a time during the week in counting fun, you are showing your child that you value the learning of numbers. Being together is the most important part of all.

What's Taught

Your child will gain confidence with using numbers in **Counting World**, by watching familiar items being counted. A preschool classroom has been selected for Mario to play in, matching what your child may already be experiencing. Recognizing numbers and learning their names will build confidence and set the stage for a life long interest in numbers and math. So play and enjoy Mario's **Counting World**.

BODY WORLD

This picture on the Main Menu takes your child to **Body World**, which is a Fun World.

Say "Yo!" to Mario. This is what **Body World** looks like.

Perhaps the most important part of learning to feel comfortable and confident in the world begins with the body. As young children learn to be aware of their bodies, they are better at controlling their movements and get more skilled at daily tasks, such as dressing. Discovering body parts is what this world is all about!

Your child can click on Mario's body parts and watch him move and hear about that part.

To return to the World Menu, click on the **Exit Arrow** in the lower right of the screen.

Information Center

Early Years

Even before one year of age, most babies look from their hands to objects. They attempt to reach for and hold objects. Their eyes follow movements and their fingers may poke at whatever is around. Perhaps your child put objects in his or her mouth or handled and listened to whatever was close. The knowledge of a child is built from action upon objects. Learning happens as your child senses the world through touch, taste, hearing, seeing and smelling. Naming the parts of the body is great fun for children and their families. They gain a real sense of accomplishment when they can "show me your nose," and they see your excitement. Learning body parts with Mario in **Body World** will be lots of fun. Your child will be familiar with these names when they are mentioned in preschool and kindergarten.

Home Play

Mario does such cute things like wiggle his toes, stomp his foot, wrinkle his nose and wink his eyes. At home, have your child imitate you doing similar things. What a fun way to learn the names of all of the parts of the body. Play "angels in the snow" by having your child lie down on the floor and move arms, then legs, then head, then hands and fingers. Saying the names of the parts of dolls body parts, looking at books and pictures while naming body parts and even using a camera or video shots can be so much fun for your child and you.

What's Taught

Body World is an entertaining way for your child to learn the names of common parts of their bodies. This is a preschool readiness skill that you can help your child master. Some names are harder to learn than others. So, just relax, have fun, practice and see how your child's confidence grows.

SHAPE WORLD

This picture on the Main Menu takes your child to **Shape World**, which is a Discover/Learning World.

This is how the first level of **Shape World** looks.

As children grow, they become aware that the world is made up of shapes. One traffic sign is a triangle while another is a square. Blocks can be stacked to create a tower and circles are fun balls.

The task in **Shape World** is to draw objects from basic shapes. The scenes include pencils, paints, pens, and Luigi's drawing board

on the right side. Your child can click on a shape to hear and read the name of the shape.

Discovery Mode

Your child enters **Shape World** in Discovery Mode. While Luigi is asleep, your child can click and discover colored triangles, ovals, rectangles, and stars.

Learning Mode

To explore Learning Mode, your child can click the snoozing **Luigi** to wake him up. Luigi acts as a guide. Correct responses to Luigi's requests move objects to his drawing board to form a picture. Fun Friends also praise a correct response. The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

Using the Exit Pipes

To change the scene but explore the same concept, click the **Green Exit Pipe**. Mario, Yoshi, or Princess Toadstool leaves the current level, and enters the new level.

To hop back to the World Menu, click the **Blue Exit Pipe**.

Information Center

Early Years

Your child may have already begun to notice differences between shape and form. Before three years old, many children recognize shapes and mentally match them with real objects. As youngsters grow, their knowledge expands while playing and exploring with objects around them. Mario is guided, by your child, through discovery and exploration as well. Your child will love to make Mario bonk and bounce into familiar objects. Imagination and learning to manipulate real shapes will help to expand thinking abilities. Point out to your child that some shapes they know (square, triangle, circle) match real places they have visited before. These same shapes can be used to build objects they have seen. Have fun with your child as new learning takes place by repeating, rehearsing and exploring in Mario's **Shape World**.

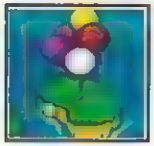
Home Play

By trial, discovery, and responding your child will learn to identify, match, name, and use geometric shapes in a meaningful way. School readiness activities use all of these shapes. Self esteem is built as your child learns about shapes and objects at home. Have fun finding shapes in your home and neighborhood. Color, match, trace, draw and play dot-to-dot shape games. Your child may love to cut, fold paper and solve puzzles. If your child is ready, try copying simple shapes and drawing recognizable pictures. Keep plenty of crayons, paints, markers, pencils and paper on hand. Time together is so important.

What's Taught

Mario's **Shape World** gives your child an opportunity to feel good about learning the names of basic shapes. Having fun exploring designs leads to recognizing basic shapes and comparing differences among shapes. This is an important beginning learning activity which will help your child enjoy building and creating designs from shapes. Have fun and discover together. If it is hard to remember the names of the shapes at first, just relax and give correct answers to your child. Showing that you are interested and value learning is the most important gift to give your young child.

COLOR WORLD



This picture on the Main Menu takes your child to **Color World**, which is a Discovery/Learning World.

This is how the first Level of **Color World** looks.

Young children recognize different colors and may be able to name two or more colors. Your child may enjoy drawing or painting with lots of bright colors. As time goes on, the child may use more colors and details.

The themes in **Color World** are a circus and a produce stand. The task is to learn the names of the colors purple, green, blue, red, white, black, pink, orange, brown, and yellow.

Discovery Mode

Your child enters **Color World** in Discovery Mode, where Luigi is

snoozing at the foot of a big friendly clown or in the fruit bins!

At the circus, your child can click objects, such as a red heart, an orange circle, or a green clover. At the produce stand, the choices include delicious fruits and vegetables, such as a yellow banana, red strawberry, or a purple cabbage.

Hint: Encourage your child to find the Fun Friends.

Learning Mode

To explore Learning Mode, your child can click the snoozing **Luigi** to wake him up. Luigi acts as a guide. Fun Friends might say "Pick the red heart," "Show me the brown circle," or "Find the purple flower."

Fun Friends praise a correct response by saying something like "You did well! You found the purple flower." The objects become part of a pattern on the clown's suit or move into Luigi's fruit bin.

The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

Using the Pipes

To change the scene but explore the same concept, click the **Green Exit Pipe**. Mario, Yoshi, or Princess Toadstool leaves the current level, and enters the new level.

To hop back to the World Menu, click the **Blue Exit Pipe**.

Information Center

Early Years

Usually, a newborn will look at a human face longer than at any color or shape. Yet, newborn babies are able to see colors and differentiate patterns. By about three years old, your child may be able to name two or more colors and enjoy bright drawings composed of many colors. As school age approaches, drawings contain more details and colors become more important. The names of colors may may be hard to remember, so be patient and have fun teaching them to your child.

Home Play

By simply playing with Mario and his friends, your child will discover many color names. Your child's vocabulary will expand when you talk about objects in the world by their colors. Talk to your child about the sky, for example, using phrases like, "the light blue sky," or "the dark gray clouds," or "the bright yellow sun." Sort groceries by colors or ask everyone in the family to count the first ten items seen on a TV program that are green. Point out the colors of the world around your child. Your child will appreciate color and feel good about learning in Mario's **Color World**.

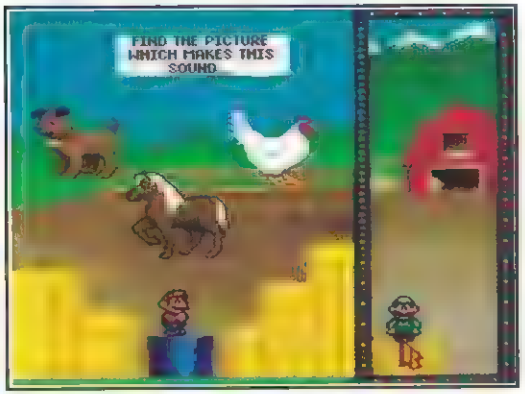
What's Taught

Mario's **Color World** teaches the primary color names. Your child will feel confident about recognizing all basic colors used in the school curriculum. In addition, **Color World** expands problem solving by matching and sorting of colors. Your child's confidence will grow by seeing how easy it is to use a computer to learn new information. Colors are sometimes hard to remember so be patient and spend time together learning color names.

LISTENING WORLD

This picture on the Main Menu takes you to **Listening World**, which is a Discovery/Learning World.

This is how the first level of **Listening World** looks.



Listening is one of the most important skills used in learning and following directions. As listening skills develop, your child speaks better and uses more words.

Discovery Mode

Your child enters **Listening World** in Discovery Mode and can click an object to hear the sound it makes.

Hint: Trying finding the Fun Friends in a bale of hay and in other hiding places.

Learning

To explore Learning Mode, your child can click the snoozing **Luigi** to wake him up. Luigi acts as a guide. Fun Friends say stuff like, "Show me the picture which makes this sound. Listen!" Fun Friends also praise correct responses.

The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

Using the Exit Pipe

To hop Mario, Yoshi, or Princess Toadstool back to the World Menu, click the **Blue Exit Pipe**.

Information Center

Early Years

Listening is one of the most basic and important skills. In fact, a newborn infant has natural reflexes to different types of sounds. Babies will pay attention to all sorts of sounds at first. A loud sound will startle a child while a high pitched sound will "freeze" the youngster. Good listening results in good learning. Your child's vocabulary, speech, and memory will develop listening along with Mario and his friends. Following directions at home and listening well will result in better school performance.

Home Play

Your child probably prefers music to noise. Try to expose your child to all sorts of music. Sound effects are also great fun and your child will find great pleasure in matching sounds with real things that make different sounds. Sit with your child on a park bench with eyes closed and listen for five to ten different sounds. What made the sound? What direction is the sound coming from? Change the radio stations quickly or TV channels rapidly, listening to various voices: man or woman, boy or girl, old or young, happy or sad, surprised or scared. Emotions are heightened and sensitivity to others is enhanced by better listening. School work will be better with your child's good listening ability. Remember, looking (good eye contact) while listening works best.

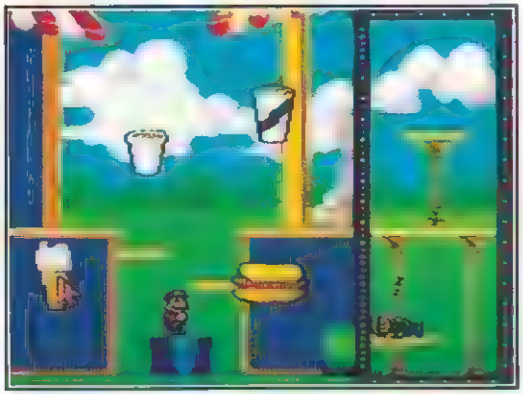
What's Taught

Listening World helps your child recognize common sources of sounds. By identifying the location of sound sources your child will heighten listening skills and enhance self-esteem. Matching sounds with sources is great fun and an opportunity to spend time together with your child. Thinking ability and creativity are built by listening well. Using the computer's sound source to encourage children to make up their own listening games will provide hours of fun.

OPPOSITE WORLD

This picture on the Main Menu takes your child to **Opposite World**, which is a Discovery/Learning World.

This is how the first level of **Opposite World** looks.



Even babies can compare and understand differences in shapes, textures, sounds, and tastes. Young children learn more precisely about differences in temperature, amounts, positions, and sizes of things.

The theme of **Opposite World** is the Fair. The concept of opposites is explored through word pairs, such as front/back, cold/hot, and wet/dry.

Discovery Mode

Your child enters **Opposite World** in Discovery Mode and can click an object, then find one that is the opposite. Watch your child have fun picking a hard lollipop, then finding soft cotton candy. Or choose the child on the carousel, then pick the child who is off.

Learning Mode

To explore Learning Mode, your child can click the snoozing **Luigi** to wake him up. Luigi acts as a guide. Fun Friends might say "Show me things which are the opposite of hot."

Fun Friends praise correct responses. The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

Using the Exit Pipes

To change the scene but explore the same concept, click the **Green Exit Pipe**. Mario, Yoshi, or Princess Toadstool leaves the current level, and enters the new level.

To hop back to the World Menu, click the **Blue Exit Pipe**.

Information Center

Early Years

Your child learns to make sense of the world by being able to explore similarities and differences in size, shape, temperature, amount and position. Even at nine months old when babies hold, taste and listen, they make comparisons. They learn to understand differences in shape, color, texture, sound and taste. As your child makes finer comparisons among objects, knowledge grows rapidly. Even while having fun, you will find that your child truly looks forward to learning each day.

Home Play

Mario and friends start with very simple differences such as top and bottom. Finer and finer distinctions and comparisons are then made: beginning, middle, end. At home, vocabulary can expand and thinking soar while having fun talking about other comparisons: "...great, big, huge, over-sized piece of popcorn..." "...the little, mini, small, tiny doll house chair...." Sort toys, boxes and cans on the shelf into large, medium and small groups. Information about differences in money, measurement and time is built on early practice with Mario's **Opposite World**. Relax and have fun as you point out all sorts of differences in your child's own world.

What's Taught

Mario's **Opposite World** is an opportunity for you and your child to explore concepts of similarities and differences. This also may expand language and vocabulary by learning to talk about what differences are noticed. Have fun recognizing and comparing all sorts of common differences. You will see your child's comfort level rise for learning all sorts of new information. Building confidence in using the computer for early learning will happen in such a fun manner with Mario and his friends.

Technical Support

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Note To Parents

Dear Parents,

Mario's Early Years is a series of Super Nintendo® games that teach your child basic concepts, using language, sight, sound, and touch.

Preschool Fun presents concept basics in fresh and charming new ways. Since your child is probably new to Super Nintendo and can't read, here are some things you can do to help:

- Start by reading this manual to find out how to play the program.
- See **Getting Started** for the game controls.
- See the world chapters for details about what the program offers your child. For each world, this manual includes an Information Center that offers fun suggestions to reinforce the basic reading concepts presented in the game.
- Encourage your child to play the game and praise any accomplishments.

Please join in the fun, and watch your child gain confidence in prereading skills, playing **Preschool Fun**. In the process, you may discover a great way to spend creative time with your child, encourage new learning, and have some fun yourself!

Ciao,
Mario, Luigi, Yoshi, and Princess Toadstool

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